THE NAVEL AS A GAME SYSTEM

A Design Manifesto, Research Record, Prior-Art Audit, and Implementation Specification

For games that treat the belly button as anatomy, environment, state, and interaction - not decoration.

LEGACY INTENT

This document preserves an original player-and-research concept developed through an extended conversation in 2026. Its purpose is portability: a future designer, researcher, artist, or curious reader should be able to encounter the idea, understand its mechanics, inspect the search record that motivated it, and build from it without needing access to the original chat.

Concept origin: a private human collaborator
Research synthesis and document assembly: ChatGPT
Version 1.2 - 16 August 2026

WHAT CHANGED IN V1.2

Version 1.2 further strengthens the prior-art record in three ways: it adds a reproducible search-protocol reconstruction and explicitly records what the transcript did not preserve; it applies a stricter navel-specific mechanical scoring rule so adjacent body exploration, text routes, creator art, and named resources do not earn geometry/material points; and it is published with companion machine-readable CSV/Markdown data. It also places an explicit CONCEPTUAL / NOT EMPIRICAL warning above Figure 1.

Executive Summary

The central design thesis is simple: a belly button can function as a small physical environment with geometry, material history, maintenance, tactile response, and persistent state.

- The source search found many navel-adjacent games and projects, but no confirmed public example that met the full stateful-cavity or freely navigable-environment criterion. This is a bounded search result, not proof that no such game exists anywhere.
- Most candidates failed for a specific reason: the navel was an umbilical attachment point, a text route, a one-off weak point, a content tag, an item label, a joke, a creator illustration, or an unimplemented suggestion rather than a persistent game system.
- The proposed alternative is navel-centered gameplay in which depth, folds, moisture, fibres, skin debris, oils, cleaning, inspection, compaction, time, and character-specific anatomy can alter what the player encounters and what their actions do.
- The design can scale from a close-up 2D maintenance game to a physically navigable 3D cavity. The core requirement is repeated agency: the player acts on the navel itself, reads its current state, and produces persistent consequences.
- A companion empirical dossier develops a sex-specific CAPTURING (male) / GENERATING (female) hypothesis using primary research on component mechanisms while excluding belly-button-lint literature as evidentiary support. Those component findings inform the model; the integrated navel-debris pathway remains the hypothesis being modeled.

THE ONE-SENTENCE PITCH

Build a game where the navel has geometry, history, material state, and consequences - so inspecting, cleaning, probing, maintaining, or exploring it is the gameplay itself.

SEARCH CONCLUSION, CAREFULLY STATED

As of 16 August 2026, the search record preserved here has not verified a publicly obtainable game in which the navel itself behaves as a persistent, anatomy-dependent cavity system, nor one in which a tiny character can freely navigate a giant navel as terrain. Several partial precedents exist; Section 11 shows exactly why they do not meet the stronger criterion.

Figure 1. Originator-Supplied Conceptual Infographic

CONCEPTUAL / NOT EMPIRICAL

This figure is originator-supplied design inspiration. Its embedded claims are not themselves empirical findings and must not be used as evidence for the integrated hypothesis.

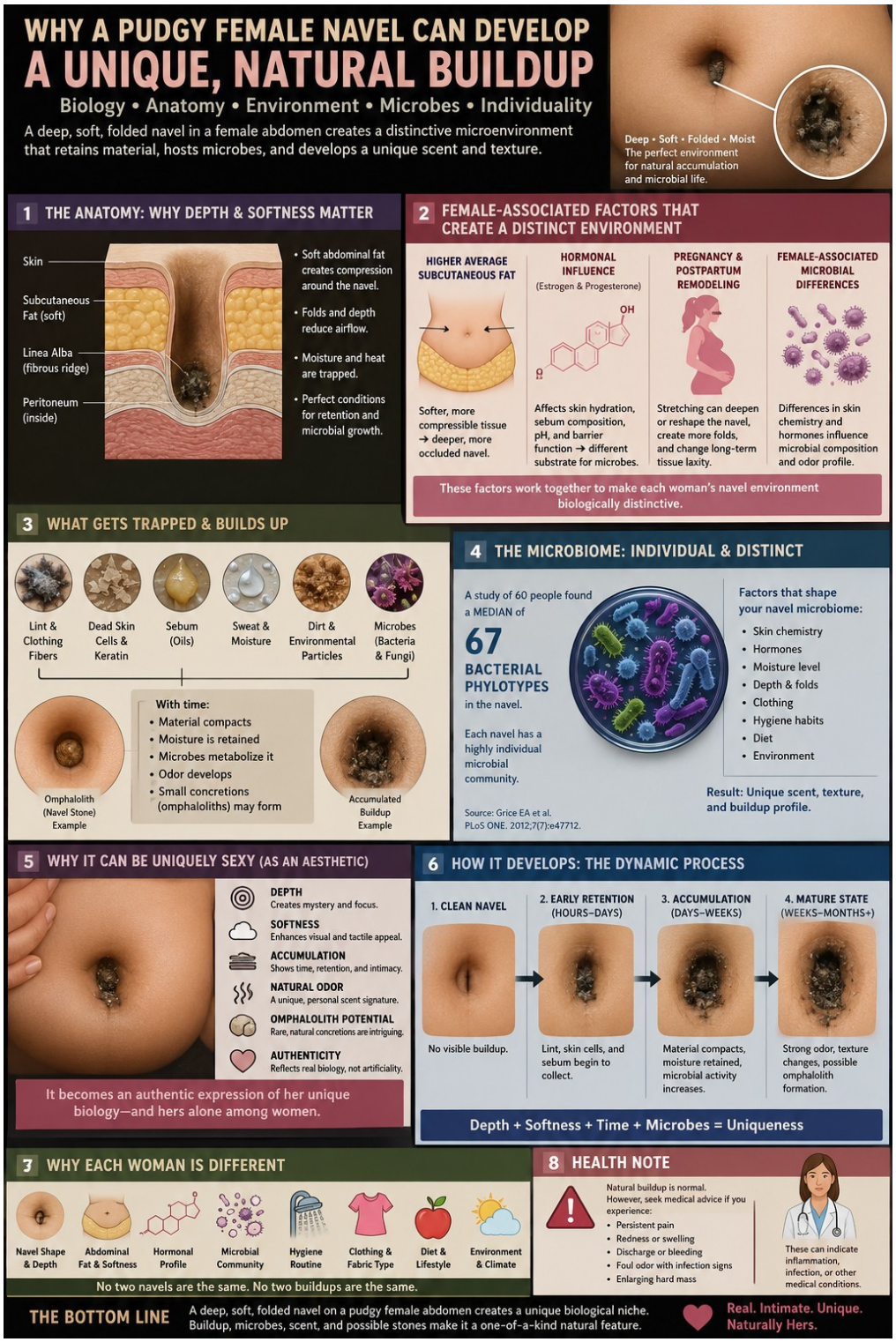
WHY A PUDGY FEMALE NAVEL CAN DEVELOP
A UNIQUE, NATURAL BUILDUP
Biology • Anatomy • Environment • Microbes • Individuality
A deep, soft, folded navel in a female abdomen creates a distinctive microenvironment that retains material, hosts microbes, and develops a unique scent and texture.
Deep • Soft • Folded • Moist
The perfect environment for natural accumulation and microbial life.
1 THE ANATOMY: WHY DEPTH & SOFTNESS MATTER
Skin
Subcutaneous Fat (soft)
Linea Alba (fibrous ridge)
Peritoneum (inside)
• Soft abdominal fat creates compression around the navel.
• Folds and depth reduce airflow.
• Moisture and heat are trapped.
• Perfect conditions for retention and microbial growth.
2 FEMALE-ASSOCIATED FACTORS THAT CREATE A DISTINCT ENVIRONMENT
HIGHER AVERAGE SUBCUTANEOUS FAT
Softer, more compressible tissue → deeper, more occluded navel.
HORMONAL INFLUENCE
(Estrogen & Progesterone)
Affects skin hydration, sebum composition, pH, and barrier function → different substrate for microbes.
PREGNANCY & POSTPARTUM REMODELING
Stretching can deepen or reshape the navel, create more folds, and change long-term tissue laxity.
FEMALE-ASSOCIATED MICROBIAL DIFFERENCES
Differences in skin chemistry and hormones influence microbial composition and odor profile.
These factors work together to make each woman's navel environment biologically distinctive.
3 WHAT GETS TRAPPED & BUILDS UP
Lint & Clothing Fibers
Dead Skin Cells & Keratin
Sebum (Oils)
Sweat & Moisture
Dirt & Environmental Particles
Microbes (Bacteria & Fungi)
With time:
• Material compacts
• Moisture is retained
• Microbes metabolize it
• Odor develops
• Small concretions (omphaloliths) may form
Omphalolith (Navel Stone) Example
Accumulated Buildup Example
4 THE MICROBIOME: INDIVIDUAL & DISTINCT
A study of 60 people found a MEDIAN of
67
BACTERIAL PHYLOTYPES
in the navel.
Each navel has a highly individual microbial community.
Source: Grice EA et al. PLoS ONE. 2012;7(7):e47712.
Factors that shape your navel microbiome:
• Skin chemistry
• Hormones
• Moisture level
• Depth & folds
• Clothing
• Hygiene habits
• Diet
• Environment
Result: Unique scent, texture, and buildup profile.
5 WHY IT CAN BE UNIQUELY SEXY (AS AN AESTHETIC)
DEPTH
Creates mystery and focus.
SOFTNESS
Enhances visual and tactile appeal.
ACCUMULATION
Shows time, retention, and intimacy.
NATURAL ODOR
A unique, personal scent signature.
OMPHALOLITH POTENTIAL
Rare, natural concretions are intriguing.
AUTHENTICITY
Reflects real biology, not artificiality.
It becomes an authentic expression of her unique biology—and hers alone among women.
6 HOW IT DEVELOPS: THE DYNAMIC PROCESS
1. CLEAN NAVEL
No visible buildup.
2. EARLY RETENTION (HOURS–DAYS)
Lint, skin cells, and sebum begin to collect.
3. ACCUMULATION (DAYS–WEEKS)
Material compacts, moisture retained, microbial activity increases.
4. MATURE STATE (WEEKS–MONTHS+)
Strong odor, texture changes, possible omphalolith formation.
Depth + Softness + Time + Microbes = Uniqueness
7 WHY EACH WOMAN IS DIFFERENT
Navel Shape & Depth
Abdominal Fat & Softness
Hormonal Profile
Microbial Community
Hygiene Routine
Clothing & Fabric Type
Diet & Lifestyle
Environment & Climate
No two navels are the same. No two buildups are the same.
8 HEALTH NOTE
Natural buildup is normal.
However, seek medical advice if you experience:
• Persistent pain
• Redness or swelling
• Discharge or bleeding
• Foul odor with infection signs
• Enlarging hard mass
These can indicate inflammation, infection, or other medical conditions.
THE BOTTOM LINE
A deep, soft, folded navel on a pudgy female abdomen creates a unique biological niche. Buildup, microbes, scent, and possible stones make it a one-of-a-kind natural feature.
Real. Intimate. Unique. Naturally Hers.

Figure 1. Earlier conceptual infographic supplied by the originator. It functions as design inspiration and a map of possible variables, not as a substitute for empirical evidence.

INTERPRETIVE WARNING

Some text embedded inside the infographic is speculative or illustrative. Do not read the figure itself as an empirical finding. Sections 5-6 distinguish the hypothesized integration from the primary component evidence used to inform it.

1. The Problem This Concept Is Trying to Solve

The source conversation began as a search for a surprisingly specific kind of game: one in which a tiny player can approach a giant abdomen, enter a deep innie, and navigate its folds as an actual environment. After extensive searching, the conversation recorded a recurring pattern: body-exploration games existed, navel-focused art and fiction existed, and game-ready anatomical assets existed, but the integrated experience remained elusive.

THE ORIGINAL "HOLY GRAIL" CRITERION

Directly control a tiny character; approach a giant adult abdomen; climb or crawl into a deep innie; freely navigate its folds and interior as a 2D or 3D environment.

1.1 What kept failing the test

- A navel painted onto a character model with zero mechanical role.
- A belly-size or stuffing system where the navel simply scales with the sprite or mesh.
- Jewelry or piercing systems where the object in front of the navel receives the attention.
- Text-only routes where "navel" is a narrative destination without physical interaction.
- A single click target that could be moved elsewhere on the body without changing the mechanic.
- Gross-out satire where lint is an arbitrary joke item detached from the anatomy.
- One-time cutscenes or images that depict a navel but give the player little sustained agency.
- Claims in comments, wishlists, comics, or creator posts that never materialize in a playable build.

1.2 The useful design criterion that emerged

The navel must participate in a repeatable game system. Its geometry or contents should affect player decisions; player action should alter its state; and that state should persist long enough to matter.

1.3 What the search can and cannot establish

The search is best treated as a documented prior-art scan, not an exhaustive census of every game ever made. Niche adult projects are often poorly indexed, gated, abandoned, removed, renamed, or preserved only in old forums. Accordingly, the defensible claim is not "no such game exists." The defensible claim is: no qualifying example was verified in the searched corpus under the stated evidence standard as of the verification date.

EVIDENCE STANDARD

A candidate counts as implemented prior art only when the mechanic is supported by an obtainable build, direct developer/store documentation, or comparably concrete evidence of gameplay. A fan request is not a feature. A comic is not a playable level. A tag is not a system. A listing is not proof that a claimed mechanic can presently be run.

STRICT NAVEL-SPECIFIC SCORING RULE

Mechanical profile points (T/R/S/G/M) are awarded only for evidence that applies to the navel itself in gameplay. Adjacent giant/tiny traversal, non-navel body interiors, creator comics, text routes, resource names, and generic body geometry can be catalogued as precedents but do not contribute to the mechanical score.

2. Design Principles

1. Navel-centered agency. Player input is directed at the navel, its opening, folds, walls, contents, or immediate surrounding tissue. The mechanic loses its identity if the target is relocated elsewhere.
2. State, not scenery. The cavity has variables that change: cleanliness, fibre load, moisture, irritation, compacted material, depth access, tenderness, visibility, odor cues, or microbial-fiction variables if the project uses them.

3. Geometry matters. Depth, aperture width, folds, local curvature, outie/innie morphology, and tissue compliance influence access and retention.
4. Time matters. Hours, days, activity, clothing, bathing, exercise, sleep, and repeated interaction can alter the cavity between sessions.
5. Material specificity. Loose textile fibres, skin flakes, oils, moisture, compacted mixed debris, and dense nodules behave differently instead of collapsing into one generic "dirt" sprite.
6. Readable feedback. Magnification, lighting, tactile response, audio cues, tool resistance, particle motion, or character reaction tell the player what is happening.
7. Character individuality. Anatomy and environment vary by character. One person may have a shallow, dry cavity; another may have deep folds, higher moisture, tighter access, or recurring compaction.
8. Respectful seriousness. The subject can be intimate, sensual, clinical, playful, or strange without being reduced to a punchline. Humor can coexist with mechanics, but the anatomy remains coherent.
9. Persistence and consequences. Cleaning, neglect, overworking, moisture, or tool choices should influence later states. The navel remembers what happened.
10. Current playability. For a game-discovery catalogue, archival descriptions and abandoned listings are historically interesting, while the serious gameplay list prioritizes obtainable builds that a player can actually interact with now.

3. The Navel as a Stateful Microenvironment

The central implementation move is to model the navel as a small state machine or simulation space. A project can choose a stylized or detailed version, but the system becomes meaningful when variables interact.

Variable	What it represents	Possible inputs	Gameplay effect
Depth / aperture	How far the cavity extends and how easily tools or a tiny character can enter	Character anatomy, posture, soft-tissue deformation	Visibility, reach, navigation difficulty, retention zones
Moisture	Hydration and retained dampness inside the recess	Exercise, bathing, occlusion, time	Adhesion, friction, compactability, tool feel
Loose fibres	Textile-origin material available for movement or collection	Clothing, bedding, environment	Visible lint, transient debris, seed material for compaction
Skin material	Corneocytes / keratin-rich shed material	Time, rubbing, dryness, cleaning	Changes colour, texture, density, adhesion
Lipids / oils	Normal skin lipids or stylized sebum variable	Character skin state, time, heat	Cohesion, sheen, tool resistance, mixed-deposit formation
Compaction	How tightly mixed material has consolidated	Repeated pressure, time, moisture cycles	Harder extraction, larger payoff, possible nodule formation
Irritation	Local response to force or repeated cleaning	Tool choice, pressure, duration	Character reaction, temporary sensitivity, altered strategy
Visibility	How much of the cavity can be inspected	Lighting, camera angle, depth, debris	Discovery, tool selection, hidden pockets

DESIGN CONSEQUENCE

Once these variables exist, "clean the belly button" becomes a strategy problem. The player first reads state, then chooses access, tool, pressure, duration, and timing. The same action can behave differently on different characters or on the same character at a later date.

4. Core Gameplay Loops

4.1 Inspection and maintenance loop

1. Inspect shape and current state.
2. Identify loose fibres, adherent material, deep pockets, irritation, or compaction.

3. Choose a tool or direct-touch method.
4. Manipulate material with player-controlled motion and pressure.
5. Observe immediate response and extract or redistribute material.
6. Clean, rinse, dry, or leave the cavity in a chosen state.
7. Return later and encounter the consequences of prior activity, clothing, hygiene, and time.

4.2 Micro-scale exploration loop

1. Approach the abdomen at tiny scale.
2. Read the umbilical opening as terrain: rim, walls, folds, pockets, bottom.
3. Climb, crawl, squeeze, or descend according to geometry and tissue compliance.
4. Encounter fibres and compacted material as obstacles, cover, collectibles, or environmental clues.
5. Use lighting, probes, anchors, ropes, suction, or traversal tools.
6. Map hidden recesses and return after the cavity changes over time.

4.3 Character-care loop

A management-oriented project can treat the navel as one intimate maintenance system among several without reducing it to a throwaway minigame. Clothing choice, shower routine, exercise, sleep, climate, and personal habits can feed the navel-state model. The player learns each character through recurring physical details.

REAL-WORLD SCOPE

These loops are game-system specifications, not medical or hygiene instructions. Simulation variables and tool interactions should not be presented as real-world cleaning advice.

5. Research-Informed Variant: CAPTURING / GENERATING

The companion empirical dossier defines a sex-specific mechanistic hypothesis using broader primary research while intentionally excluding research whose subject is belly-button lint, navel fluff, or umbilical lint. This section preserves that hypothesis as an optional simulation variant; the core game-system thesis does not depend on adopting it.

MALE - CAPTURING	FEMALE - GENERATING
Dominant proposed event: external interception before the cavity. Coarser androgen-responsive terminal abdominal hair creates many physical interceptors, allowing textile fibres and other loose material to be caught, stalled, redirected, or retained on the abdomen before some fraction reaches the navel.	Dominant proposed event: in-cavity consolidation after material reaches a recessed navel. Incoming fibres can combine with shed corneocytes, normal skin lipids, and retained moisture, progressively producing a denser composite plug or nodule inside the cavity.

5.1 Why this matters for game design

- It creates two different dominant gameplay pathways instead of reskinning one generic accumulation mechanic.
- A capture-heavy surface emphasizes visible fibres, interception by hair, lateral redistribution, and abdominal "belly lint" that may remain outside the navel.
- A generation-heavy cavity emphasizes retained moisture, adhesion, incorporation of endogenous material, deep-pocket compaction, and gradual in-situ formation of a dense deposit.
- Both pathways can still use the everyday label "belly-button lint". The difference concerns route and transformation, not the ordinary name of the material.
- Individual anatomy can remain a strong parameter inside each pathway: depth, folds, hair pattern, skin state, clothing, hygiene, activity, and time can produce highly individual outcomes.

EVIDENTIARY STATUS

The cited studies test component phenomena, not the complete sex-specific navel-debris pathway. They therefore inform plausible simulation parameters and a mechanistic synthesis; they do not directly validate the integrated CAPTURING / GENERATING pathway. Direct tests of that integrated pathway would be a separate future research project.

6. Research Record: Component Evidence and Simulation Parameters

The dossier assembled the following component chain. The revised wording deliberately uses "informs" and "parameter" where the evidence is indirect, so that empirical component findings are not mistaken for direct tests of the integrated navel hypothesis.

Component	Primary empirical finding used in dossier	How it informs the design hypothesis
Abdominal hair	Masculinizing hormones increased upper/lower abdominal terminal-hair density; feminizing hormones reduced upper-abdominal density.	Provides a plausible coarse-hair interception parameter for CAPTURING and a reduced-coarse-interception parameter for GENERATING.
Textile fibres on skin	Transferred fibres persisted on living skin during ordinary activity.	Makes temporary interception, retention, and later redistribution physically plausible.
Body composition	In an age/BMI-matched imaging study, women had higher percentage fat mass and lower lean mass; men had higher lean/muscle mass.	Provides different average abdominal substrate parameters for a sex-specific model.
Subcutaneous thickness	Ultrasound measurements found thicker fat at most measured sites in women, including the abdominal subcutaneous site in that sample.	Provides a greater-adipose female background parameter while remaining sample- and site-specific.
Abdominal rheology	Human male and female abdominal tissues showed sex-based rheological differences; lipid content contributed to viscoelastic behavior.	Supports modeling different soft-tissue mechanical responses without assuming a universal direction for every individual.
Adipose compliance	Adipose cells and tissues became more compliant with lipid accumulation in the cited mechanics work.	Supplies directionality for a softer, deformable adipose contribution.
Hydration + textile friction	Skin moisture increased textile friction; female skin showed greater moisture sensitivity in the tested protocol.	Supports adhesion/retention parameters at a moist skin-textile interface.
Occlusion	In-vivo occlusion retained water and swelled the stratum corneum.	Supplies a mechanism for moisture retention in a recessed, low-exchange skin environment.
Female thermoregulation	In a heat-exposure study, women showed higher sweat rate and skin blood flow in the luteal phase than in the follicular phase; men did not show the same calendar-period change.	Adds a female-cycle modulation parameter for warmth/moisture rather than a blanket female-versus-male claim.
Umbilical morphometry	Young men and women showed measurable differences in umbilical position.	Supports treating some umbilical morphometric dimensions as potentially sex-linked while not implying all cavity features differ by sex.

7. A Minimum Playable Version That Actually Honors the Idea

A first implementation can be technically modest. The concept does not require a giant open world or advanced fluid simulation. It requires the right state model and interactions.

7.1 Small 2D prototype

- One close-up navel image or lightly animated layered illustration.
- Depth represented by several selectable zones: rim, upper wall, side fold, deep pocket, bottom.
- Persistent variables for moisture, loose fibres, compacted material, skin debris, irritation, and cleanliness.
- Direct mouse/touch tools: fingertip, cotton swab, tweezers, wipe, water, drying cloth, light.
- Material that visibly moves, adheres, breaks apart, compacts, or extracts according to tool motion and state.
- A clock/day system that changes the cavity after clothing, exercise, sleep, bathing, and time.
- At least three characters with clearly different navel geometry and accumulation tendencies.

7.2 Medium 3D prototype

- A deformable 3D navel mesh with collision-aware tools.
- Camera/light inspection and constrained probe movement.
- Fibres and debris represented by small physical clusters with adhesion/compaction states.
- Tissue response through simple blend shapes or soft-body approximations.
- Character reaction tied to pressure, depth, temperature, and irritation.

7.3 Full exploration version

- Tiny-character traversal through the umbilical opening and folds.
- Climbing and squeezing mechanics tied to geometry and compliance.
- Debris formations as environmental landmarks, obstacles, shelter, or resources.
- Persistent cavity ecology/state between visits.
- Scale transition between ordinary close-up care and micro-scale exploration.

8. Turning the Idea Into Testable Game-System Predictions

A strong simulation becomes interesting when its rules create predictions. These are design hypotheses derived from the model and can be tuned, measured in playtests, or eventually compared with empirical work.

- Increasing coarse abdominal hair density should increase surface interception and decrease the fraction of loose fibres that reach the deepest cavity zone, all else held constant.
- Increasing cavity depth or narrowing the aperture should increase residence time for material that enters, especially when moisture and adhesion are high.
- Higher moisture should increase adhesion to skin/textile interfaces and make some loose material harder to dislodge while also changing compaction behavior.
- Repeated partial cleaning can redistribute material into different folds instead of simply deleting it from the simulation.
- Showering can remove superficial fibres efficiently while leaving tightly compacted deep material comparatively persistent, depending on geometry and tool access.
- Different fabrics should seed different fibre sizes, colours, and mechanical behavior, producing a visible history of clothing use.
- A cavity that is frequently cleaned can remain visually clean despite an anatomy that would otherwise retain material; anatomy sets tendencies, while routine controls realized state.
- Individual variation should be large enough that two characters with similar sex and body type still develop recognizably different cavity states.

9. Aesthetic and Narrative Direction

The concept does not require a single tone. It can support intimacy, sensuality, curiosity, body-care realism, surreal scale fantasy, or scientific fascination. What gives the idea integrity is attention.

Intimate realism: Close camera work, soft lighting, quiet interaction, patient inspection, and character trust.

Body-care simulation: Routine maintenance, different tools, hygiene habits, and persistent character-specific state.

Micro-adventure: The cavity becomes terrain at tiny scale: folds as cliffs, fibres as ropes or thickets, compacted deposits as formations.

Research fiction: The player documents geometry, material composition, or state changes across characters and time.

Sensory design: Subtle audio, resistance, motion, texture, and visual feedback create physicality without needing spectacle.

10. Rubric for Evaluating Future "Belly-Button Games"

Version 1.0 mixed mechanical quality, availability, and tone in one table. Versions 1.1-1.2 separate them so that a candidate cannot be rejected as "not a mechanic" merely because its tone is disliked, and cannot be promoted as strong prior art merely because a page uses the word navel. Version 1.2 additionally requires every T/R/S/G/M point to be supported by navel-specific gameplay evidence; adjacent body exploration or generic material labels receive no mechanical credit.

10.1 Mechanical evidence tiers

Tier	Definition	Minimum evidence
T0 - mention / representation	Navel appears as art, text, item label, tag, or narrative reference.	No direct navel-specific embodied action required.
T1 - direct one-off interaction	The player targets or triggers the navel itself, but the interaction is isolated, scene-based, or relocatable.	Developer/build evidence of direct navel targeting.
T2 - recurring navel-specific mechanic	The player repeatedly performs a navel-specific action, but cavity geometry/state is shallow or nonpersistent.	Repeatable playable action that loses meaning if moved elsewhere.
T3 - stateful navel system	Geometry/material state changes, reacts, and persists across repeated interactions.	Persistent variables + anatomy-dependent outcomes.
T4 - navigable navel environment	The cavity is spatial terrain that can be entered and explored with geometry-dependent traversal.	Direct player navigation through rim/walls/folds/depth as environment.

CORE DISCOVERY RESULT

No candidate in the preserved search record is verified at T3 or T4. Under the stricter Version 1.2 mechanical profile, no candidate earns persistent-state or navel-geometry points. Adjacent technology and body-exploration precedents remain catalogued separately rather than inflating the navel score.

10.2 Separate catalogue flags

- Availability: playable now / announced / in development / inaccessible / unverified.
- Evidence source: official store/developer / playable build / secondary review / community comment / transcript-only.
- Tone fit: serious, intimate, comic, clinical, fetish, violent, satirical, or otherwise. Tone is an editorial fit criterion, not proof of mechanical presence or absence.

11. Compact / Representative Prior-Art Audit: What the Search Actually Found

This table converts the earlier conversational search into a reproducible audit. "Why it does not qualify" applies the mechanical rubric above. Source-conversation judgments about tone or quality are recorded only where they explain a rejection; they are not substituted for mechanical evidence. Current-page checks were performed on 16 August 2026 where possible.

Candidate	Verified evidence / current status	Tier	Why it does not qualify as the target system	Primary evidence
Balance: Umbilical Wake	Official Steam page: unreleased (planned 2027). The player releases/retracts an umbilical cord from the navel and injects caught fish into the navel to enter a waking trance.	T1	The mechanically rich system is the umbilical cord / balancing loop. The navel acts mainly as an attachment/interface and trance entry point; cavity geometry, contents, maintenance, and exploration are absent.	Steam store
Shrink Skin Gladiator	Playable body-exploration demo exists. A creator Patreon comic says the protagonists head to Ellen's belly button.	T0 (navel); adjacent body exploration	The belly-button destination is documented in a comic/story post, not verified as a playable navel level in the public demo. Conceptual adjacency is not implementation evidence.	itch.io + Patreon
Deeper Club: A Vore Life	Official itch.io page lists "Navel vore" and the game is downloadable; it is a Ren'Py visual novel.	T0/T1	Navel content is confirmed, but the navel is a scene/content category rather than a spatial, persistent cavity system. Free traversal/spelunking is not evidenced.	itch.io
An Adult April Fool's Scavenger Hunt	Official creator pages confirm a released Twine/interactive-fiction game. The source conversation reported a navel-vore route.	T0	Even if the route is present, the game is text/interactive fiction; the navel is not embodied terrain or a persistent manipulated cavity.	itch.io devlog
Queen of Dragons	Released HTML5 platformer. Official page: boss fight against a giant dragon with a "weak belly button."	T1	The navel is a combat weak point / hotspot. It is not modeled as a cavity, and the mechanic does not involve geometry, contents, maintenance, or persistence. The source conversation also rejected its violent/gory framing as a poor fit for the intended tone.	itch.io
Hunt The Tiny	Transcript preserves a developer devlog URL that reportedly listed "Navel" among unlockable punishment scenes. Current search indexing did not independently recover the page during this revision.	T1 (transcript-preserved)	A listed navel scene is stronger than a fan request, but scene-based punishment is not free tiny-character control or a navigable cavity.	Transcript-preserved devlog
The Minimum Project	Current public shrinking/giantess RPG build is downloadable and includes scripted events/minigames.	Adjacent	The source search found body-interior material but no verified navel interior; a belly-button idea appeared as a community suggestion, which is not implementation.	itch.io
Diminutive Domain	Body-scale/body-interior sequences were reported in the source search.	Adjacent	No direct navel or belly-button mechanic was verified. Useful structural precedent only.	itch.io
Garrisen Anatomical Navel asset	Released, game-engine-ready 3D navel mesh with morphs; creator also sells giant-scale skin and internal-body assets.	Adjacent technology	This demonstrates that suitable assets exist, not that a finished game uses the navel as a navigable or persistent system.	itch.io asset
Craft & Conquer	Playable Steam game. Steam Community indexing shows an ingredient called "belly button lint."	T0	The lint is a conventional resource/drop. No evidence shows the player obtaining it by rummaging in, cleaning, or otherwise interacting with a navel.	Steam Community

Savoring Sword	Released Steam dungeon crawler centered on weight gain. One Steam review says there is "a bit" of belly-button material.	T0 / uncertain	The only specific evidence is a vague secondary review sentence, not a developer-documented navel mechanic. Weight gain remains the clear primary system.	Steam reviews
Royal Belly Brawl	Creator pages describe an outie belly button that inflates and is tapped as an attack. An itch.io listing exists, but the current crawl did not expose a downloadable file; older comments describe it as work in progress.	T1 / availability unverified	Even if implemented, the mechanic is an outie attack button, not a navel cavity. It also fails the current-playability gate until an obtainable build is independently verified.	itch.io
Lintbound: Belly Harvest	Source search found a belly-button-lint farming premise.	Rejected / not scored	The source conversation rejected it as satire in which lint functions as an arbitrary premise rather than coherent navel anatomy. Without anatomy-dependent interaction, it does not establish the target system.	itch.io
Chub, Chomp, Chill	Current game and older 1.2 build are downloadable.	Rejected / not scored	The earlier search inferred belly-button digging from comments; the source conversation later explicitly rejected that inference. No verified belly-button digging mechanic is retained as evidence.	itch.io
ASMR navel-cleaning titles	Store/web descriptions were found for navel-cleaning levels in casual makeover/ASMR games.	Excluded from serious catalogue	The source conversation rejected these on reliability/playability grounds. Because a reproducible current build was not verified here, descriptions alone are not treated as robust prior art.	Apple listing
Dirty Ice Cream Shop / LINT	Belly-button lint appears as a gross-out ingredient in the former; the latter is a title-based false positive.	Rejected / T0	Detached joke-object use and title coincidence do not constitute navel interaction.	itch.io discussion

12. What the Prior-Art Audit Changes

The audit strengthens the manifesto in two directions at once. It prevents weak examples from being oversold, and it makes the design-space gap more precise.

- Balance: Umbilical Wake is genuine navel-adjacent gameplay, but its system is fundamentally about an umbilical cord and trance transition rather than a cavity.
- Shrink Skin Gladiator shows that body exploration and a belly-button destination can coexist conceptually, but the navel evidence preserved in the search is a comic, not a verified gameplay space.
- Deeper Club and An Adult April Fool's Scavenger Hunt show that navel content exists in fetish/narrative games, but content categories and text routes are not equivalent to a stateful anatomical mechanic.
- Queen of Dragons and Royal Belly Brawl show that a belly button can be made mechanically targetable, yet a weak point or attack button is still far below a cavity simulation.
- Craft & Conquer and Savoring Sword show why keyword hits are insufficient: an item named belly-button lint and a vague review sentence do not establish navel-centered interaction.
- Garrisen's asset work is valuable as technical prior art: the necessary environment art can exist even when the integrated game system has not been found.

REVISED DESIGN-SPACE CLAIM

The distinctive gap is not "games never mention belly buttons." They do. The gap is the combination of navel-specific embodied agency, anatomy-dependent geometry, coherent material behavior, persistence, and - at the strongest level - navigable cavity space.

13. Legacy Note for Future Designers and Readers

WHY THIS DOCUMENT EXISTS

The originator was a non-programmer who cared intensely about a design space they could rarely find represented with depth. Their contribution was the conceptual architecture: treating the navel as a dynamic environment, insisting on repeated physical interaction, separating decorative representation from gameplay, and developing a research-informed accumulation model. A future developer does not need to inherit every assumption. They do deserve the chance to encounter the idea in full instead of rediscovering it from scratch.

If you are a developer reading this years later, the smallest meaningful tribute is simple: make one belly button work. Give it a shape. Give it a state. Give it history. Let the player interact with it repeatedly. Let the result depend on anatomy, material, time, and care. Then build outward from there.

If you are a researcher, artist, writer, or player, the broader invitation is equally simple: treat overlooked anatomy as a source of mechanics and individuality. Tiny physical details can carry systems, stories, intimacy, and discovery when somebody gives them sustained attention.

14. Research Sources Preserved From the Empirical Dossier

The companion dossier states that every source below is primary empirical research and that none uses belly-button lint, navel fluff, or umbilical lint as its study subject. DOI links are added here for portability. The revised text above uses these papers as component evidence, not as direct validation of the integrated CAPTURING / GENERATING pathway.

1. de Kroon, R.W.P.M., Strating, J., Heijboer, A.C., & den Heijer, M. (2026). Quantitative effects of sex hormones on hair growth and patient satisfaction. The Journal of Clinical Endocrinology & Metabolism. DOI

2. Palmer, R., & Burch, H.J. (2009). The population, transfer and persistence of fibres on the skin of living subjects. Science & Justice, 49(4), 259-264. DOI

3. Schorr, M., Dichtel, L.E., Gerweck, A.V., Valera, R.D., Torriani, M., Miller, K.K., & Bredella, M.A. (2018). Sex differences in body composition and association with cardiometabolic risk. Biology of Sex Differences, 9, 28. DOI

4. Gao, Y., Tang, X., Li, M., & Qiu, L. (2025). Consistency of Ultrasound Measurements of Fat Thickness in Different Postures. Current Medical Imaging, 21, e15734056369864. DOI

5. Mitra, H., Nonamaker, E., Corder, R.D., Solorio, L., & Ardekani, A.M. (2025). Rheological and Lipid Characterization of Minipig and Human Skin Tissue: A Comparative Study Across Different Locations and Depths. Annals of Biomedical Engineering, 53, 420-440. DOI

6. Gerhardt, L.-C., Strassle, V., Lenz, A., Spencer, N.D., & Derler, S. (2008). Influence of epidermal hydration on the friction of human skin against textiles. Journal of the Royal Society Interface, 5(28), 1317-1328. DOI

7. Choe, C., Schleusener, J., Choe, S., Ri, J., Lademann, J., & Darvin, M.E. (2020). Stratum corneum occlusion induces water transformation towards lower bonding state: a molecular level in vivo study by confocal Raman microspectroscopy. International Journal of Cosmetic Science, 42(5), 482-493. DOI

8. Lee, H., Petrofsky, J., Shah, N., Awali, A., Shah, K., Alotaibi, M., & Yim, J. (2014). Higher Sweating Rate and Skin Blood Flow during the Luteal Phase of the Menstrual Cycle. The Tohoku Journal of Experimental Medicine, 234(2), 117-122. DOI

9. Yu, D., Novicoff, W.M., & Gampper, T.J. (2016). The Average Size and Position of the Umbilicus in Young Men and Women. Annals of Plastic Surgery, 76(3), 346-348. DOI

10. Abuhattum, S., Kotzbeck, P., Schlussler, R., et al. (2022). Adipose cells and tissues soften with lipid accumulation while in diabetes adipose tissue stiffens. Scientific Reports, 12, 10325. DOI

Appendix A. Provenance and Search Method

The source conversation records an extended search across Steam, itch.io, Patreon/FANBOX, Japanese-language material, indie forums, VR-adjacent projects, mods, and archival game listings. The search gradually tightened its standard from "navel appears" to "navel is the subject of repeated interaction." It also records the original giant-scale exploration target and the later shift toward cleaning, probing, debris, and persistent navel state.

Version 1.1 adds a methodological rule that was implicit but not sufficiently visible in v1.0: candidate discovery and candidate verification are separate steps. Search-engine hits, tags, comments, and creator art can identify leads; only stronger evidence should determine whether a mechanic is actually present.

- Prefer official storefronts, developer pages, changelogs, and downloadable builds over reposts.
- Do not treat fan wishlists or comments as implemented features.
- Do not treat a creator comic or illustration as gameplay unless the playable build independently contains the mechanic.
- Do not treat a generic resource named "belly button lint" as a navel interaction unless acquisition/use is anatomically tied to the cavity.
- Do not infer a cavity system from a single scene, weak point, tag, or review sentence.
- Record current playability separately from historical relevance.
- Use Japanese terms such as へそゴマ / へそ掃除 / へそホジ to discover representational prior art, while keeping non-game works in a separate category from gameplay evidence.

Appendix A.1 Search-Protocol Reconstruction

The transcript did not preserve a literal query log or the number of raw results returned by each search. Version 1.2 therefore does not retroactively label the 37-title sample a systematic review. Instead, it reconstructs the search into replayable query families and states the missing denominators explicitly. This makes future replication possible without pretending that unavailable data were recorded.

SCOPE LIMITATION

Search activity occurred across approximately 13-16 August 2026. The exact timestamp, exact wording, and raw hit count for every historical query were not preserved. Candidate count (37) is the reconciled scored sample, not the total number of search results screened.

Batch	Sources	Normalized query family	Verification / exclusion rule
S1	Steam + web indexing	navel; belly button; giantess; tiny; body interior; anatomical cavity	General scale/body-interior titles are adjacent only unless the navel itself is a player target.
S2	itch.io + creator pages + Patreon/FANBOX + VR-adjacent pages	body exploration; navel vore; navelbugging; micro; microphilia; bellybutton POV; skin exploration	Creator comics/art can discover leads but do not count as gameplay without independent build evidence.
S3	itch.io + Steam Community + WeightGaming + Apple/web/mobile listings	belly-button cleaning; navel cleaning; lint; belly-button lint; poking; probing; digging; rummaging; debris; ASMR	Item names, unavailable descriptions, and one-off scenes do not establish a stateful cavity system.
S4	Expanded itch.io/source-conversation	belly button press; navel click; piercing;	Apply the identity test: if moving the

	reconciliation	belly growth; belly-button plot; body-control minigame	hotspot/object elsewhere would not change the mechanic, it is weak/adjacent evidence.
S5	Japanese-language web/archives and creator indexes	へそ; 臍; へそゴマ; へそのゴマ; へそ掃除; おへそ掃除; へそホジ; へそほじ; 臍掃除; 臍垢	Non-game works may inform vocabulary/discovery but remain outside game-mechanics scoring; archival status is separate from mechanics.
S6	Candidate-by-candidate reconciliation	Re-open preserved candidate URLs and apply corrections from the source conversation	Only navel-specific gameplay evidence contributes to T/R/S/G/M. Availability, evidence grade, tone, and adjacent technology are separate fields.

Appendix A.2 Replayable Query Templates

- site:store.steampowered.com ("navel" OR "belly button")
- site:itch.io ("navel" OR "belly button" OR "navel vore")
- site:itch.io ("body exploration" OR "skin exploration") giantess
- ("belly button" OR navel) (cleaning OR lint OR poking OR digging) game
- site:steamcommunity.com "belly button lint"
- site:apps.apple.com "navel cleaning"
- ("へそゴマ" OR "へそのゴマ") ゲーム
- ("へそ掃除" OR "おへそ掃除" OR "へそホジ" OR "へそほじ") ゲーム

These are normalized replay templates reconstructed from the terminology preserved in the transcript, not claimed verbatim copies of every historical search string. A future update should record the engine/site used, timestamp, query string, raw result count, screened count, exclusion reason, and retained candidates for every batch.

Appendix A.3 Inclusion and Exclusion Rules

- Discovery and verification are separate: weak evidence may nominate a candidate but cannot establish a mechanic.
- For T/R/S/G/M scoring, the evidence must apply to the navel itself in gameplay.
- Adjacent giant/tiny scale, body-interior traversal, or generic soft-body geometry is recorded outside the mechanical score.
- Text routes, tags, scene labels, plot mentions, creator art/comics, and named resources remain T0/adjacent unless direct navel interaction is independently verified.
- Fan requests and community suggestions are never treated as implemented features.
- Availability is reported separately; an archival title may preserve relevant mechanical prior art without receiving or losing mechanical points because of present access.
- Later stronger corrections override earlier weaker inferences; disputed claims are retained as false-positive lessons where useful.
- BOOTH/VRChat/Minecraft/Roblox were excluded from later recommendations in the source conversation; this exclusion is a scope choice, not evidence that relevant material cannot exist there.

Appendix B. Portable One-Page Specification

PROJECT GOAL

Create a playable system in which a belly button behaves as a persistent, character-specific physical environment and the player repeatedly interacts with its cavity, contents, and changing state.

Required

- Direct navel-targeted interaction
- Persistent state
- Geometry-dependent access
- Material-specific behavior
- Readable feedback
- Consequences across time

Strong additions

- Multiple characters with different navel anatomy
- Clothing/fabric inputs
- Moisture and adhesion
- Compaction
- Irritation and recovery

- Cleaning tools
- Tiny-scale traversal

Avoid as substitutes

- Purely decorative navels
- Generic belly enlargement
- Jewelry as the only navel system
- Text-only mention
- Arbitrary hotspot buttons
- One-off cutscene
- Gross-out item detached from anatomy
- Creator art or fan requests presented as if they were playable features

The core idea can fit inside a tiny prototype. What matters is that the navel finally behaves like part of the game.

COMPANION MACHINE-READABLE DATA

Version 1.2 is accompanied by Navel_Game_Candidate_Survey_v1.2_Strict.csv and Navel_Game_Search_Protocol_v1.2.csv. These files preserve the strict mechanical profile and reconstructed search protocol in tabular form for archival indexing and independent analysis.

Appendix C. Raw Evidence URLs

These URLs are printed in full so the prior-art audit remains useful outside a clickable PDF. Availability can change over time.

Balance: Umbilical Wake: https://store.steampowered.com/app/4874170/

Shrink Skin Gladiator: https://shrink-dev.itch.io/shrinkskingladiator

Shrink Skin Gladiator belly-button comic: https://www.patreon.com/posts/first-comic-from-121290557

Deeper Club: https://kalnareff.itch.io/deeper-club

Adult April Fool's Scavenger Hunt: https://tastyace.itch.io/an-adult-april-fools-scavenger-hunt

Queen of Dragons: https://lemmy-n-stuff.itch.io/queen-of-dragons

Hunt The Tiny devlog preserved in transcript: https://gts-mikan-now.itch.io/hunt-the-tiny/devlog/1330527/new-game-hunt-the-tiny-v10-pc-android

The Minimum Project: https://interventiongts.itch.io/the-minimum-project

Diminutive Domain: https://minutebuilds.itch.io/dimunitive-domain

Garrisen Anatomical Navel asset: https://garrisen.itch.io/anatomical-navel-high-detail-with-morphs

Craft & Conquer: https://store.steampowered.com/app/3291260/Craft__Conquer/

Craft & Conquer community evidence: https://steamcommunity.com/app/3291260

Savoring Sword: https://store.steampowered.com/app/2840960/Savoring_Sword/

Savoring Sword reviews: https://steamcommunity.com/app/2840960/reviews/?browsefilter=toprated

Royal Belly Brawl listing: https://troyboy770.itch.io/royalbellybrawl

Royal Belly Brawl forum thread: https://forum.weightgaming.com/t/royal-belly-brawl/35991

Lintbound: Belly Harvest: https://whiteroomstudios.itch.io/lintbound-belly-harvest2

Chub, Chomp, Chill: https://solitaryscribbles.itch.io/chub-chomp-chill

Makeup ASMR: Makeover Story: https://apps.apple.com/my/app/makeup-asmr-makeover-story/id6465175605

Dirty Ice Cream Shop discussion: https://itch.io/t/6601401/dirty-ice-cream-shop

Appendix D. Complete 37-Candidate Strict Navel-Specific Survey and Evidence Ledger

Survey date: 16 August 2026 Candidate count: 37

Version 1.2 revises the diagnostic profile so every T/R/S/G/M point must be supported by evidence about the navel itself in gameplay. Adjacent body exploration, generic giant/tiny traversal, creator art, text routes, and detached item labels remain useful catalogue context but no longer contribute mechanical points.

STRICT-SCORE CONSEQUENCE

This change deliberately lowers several Version 1.1 scores. It is a correction toward specificity, not a claim that the adjacent works are unimportant.

Across the 37-candidate reconciled sample, the highest strict mechanical-coverage value is 5/10. Distribution: 29 score 0, 3 score 1, 2 score 2, 2 score 4, 1 score 5. Persistent navel state (S) and navel-specific geometry (G) remain 0 across the entire sample.

Criterion	Any evidence (>0)	Strong evidence (=2)
T - direct navel target	8	3
R - navel-specific recurrence	5	2
S - persistent navel state	0	0
G - navel geometry matters	0	0
M - navel material behavior	2	0

INTERPRETATION

The stricter profile identifies a smaller set of genuine mechanical precedents. Direct weak-point targeting, isolated presses, documented cleaning, and an archival debris-removal loop exist. What remains unverified is the manifesto's defining integration: persistent navel state, navel-dependent geometry, coherent material simulation, and navigable cavity terrain.

D.1 Master Strict Survey Matrix

Candidate	Tier / role	Strict /10	Legacy /10	Availability	Grade	Corrected classification
Balance: Umbilical Wake	T1	2	2	Unreleased; planned 2027	B	Isolated navel interface to an umbilical-cord system
Giantess Survival Simulator	Adjacent	0	0	Upcoming in source record	B	Scale-architecture precedent only
GIANTESS PLAYGROUND	Adjacent	0	0	Current public Steam title	B	3D giant/tiny sandbox; navel incidental
SAEKO: Giantess Dating Sim	Adjacent	0	0	Current public Steam title	B	Tiny-scale character interaction; navel incidental
Vessel Tactics	Adjacent	0	0	Current public Steam title	B	Body-interior precedent using other routes
Into the Belly of the Beast	Adjacent	0	0	Released	B	Anatomical-cavity traversal precedent, non-navel
Shrink Skin Gladiator	T0 + adjacent traversal	0	2	Public demo 1.4; later Patreon	B	Body-exploration architecture;

				builds		navel destination confined to separate creator material
Deeper Club: A Vore Life	T0	0	1	Public v0.35.01 in source record	B	Navel-themed scene/content category, not spatial cavity play
An Adult April Fool's Scavenger Hunt	T0	0	1	Public text-adventure build/demo	B	Text route / narrative destination
Queen of Dragons	T1	4	3	Released browser game	B	Repeated direct navel weak-point targeting
The Minimum Project	Adjacent	0	0	Public v0.11.1 in source record	B/C	Body-exploration precedent; navel suggestion unimplemented
Hunt The Tiny	T0/T1 evidence-limited	0	1	v1.0 release announcement, 26 Jan 2026	B	Scene-level navel content; player-directed navel action unverified
Diminutive Domain	Adjacent	0	0	Chapter 5 public build visible in 2026	B/C	Body-scale/body-interior structural precedent
Fight Against Giantess VR	Adjacent	0	0	v1.1 sold in 2026 refresh	B	VR scale/embodiment precedent
Science Fair Shrink Ray (WIP)	Adjacent	0	0	Science Fair v3 downloadable	B	Shrinking/VR precedent only
Microhazard	Adjacent	0	0	Released Windows build	B	Shrinking/exploration precedent only
Microhazard II	Adjacent	0	0	Released Windows build	B	Labyrinth/traversal precedent without navel specificity
GTS: Gates to Scale	Adjacent	0	0	Public build 0.035B visible in 2026	B	Scale-framework precedent only
Tiny Daylife	Adjacent	0	0	Current creator listing in 2026	B	Tiny-scale traversal precedent only
Lintbound: Belly Harvest	T0	0	4	Released 19 Jul 2026 in source record	B	Recurring belly-button-lint premise without demonstrated cavity mechanics
Chub, Chomp, Chill	False positive	0	0	Current 1.5; older 1.2 available	A/D	Disputed player-comment claim excluded
ASMR Makeover Beauty Salon	T2 documented; access unverified	4	5	Current reproducible build not established	A/B	Direct navel-cleaning precedent with reliability failure
Makeup ASMR: Makeover Story	T1/T2 documented; access unverified	2	5	Current reproducible build not established	A/B	Officially documented navel-cleaning levels with reliability failure
Royal Belly Brawl	Concept / unverified implementation	0	3	Obtainable build not independently established	B	Navel-as-attack-object concept; implementation not independently verified
Craft & Conquer	T0	0	1	Current Steam title	B/C	Named lint resource detached from navel interaction
Dirty Ice Cream Shop	T0	0	1	Released Jul 2026 in source record	B	Gross-out ingredient detached from anatomy
Savoring Sword	T0 / uncertain	0	0	Current Steam title	D	Vague review mention only
LINT	False positive	0	0	Current itch.io page	B	Lexical false positive
Gravenous Glutton	T1	1	1	Current browser/desktop/mobile builds in 2026	A/B	Isolated navel press dominated by other belly systems

Babysitter - Complete (Parts 1-4)	T1	1	1	Complete browser/download package	A/B	Isolated belly-button trigger leading to unrelated cutscene
Escape the Neighborhood!	T0	0	1	Downloadable text-adventure build	A/B	Textual navel route/content
SELENA Belly Story - DEMO	T0	0	0	Released demo	A/B	Piercing/jewel system; navel cavity replaceable
Feed the Imp	T0	0	0	Definitive version; HTML5/Windows	A/B/C	Belly growth with navel as visual consequence
Footographer	T1	1	1	v2.001; HTML5	A/B	Direct but arbitrary relocatable navel hotspot
Luigi Vs. The Belly Button Eater (UNFINISHED!!!)	T0	0	0	Unfinished jam build; Windows download	A/B	Plot premise, mechanically inert anatomy
DigiTwister	T0	0	0	Prototype; HTML5	A/B	Detailed visual representation without navel mechanics
Heso-goma Tori (archival Japanese title)	T2 (archival)	5	6	v1.6; last update 21 Jan 2013; archival/unavailable	E	Historically strongest verified direct debris-removal loop in the sample

EVIDENCE-GRADE KEY (applies to the complete Appendix D ledger)

A - Direct build observation recorded by the originator. B - Official store/developer page, devlog, version history, or equivalent first-party documentation.
C - Developer forum post/comment. D - Player comment/review. E - Secondary archive/listing.
Combined grades (for example A/B or B/C) indicate support from multiple evidence classes. The grade records provenance/source type; availability and mechanical coverage are reported separately.

FUTURE WORK - PROSPECTIVE REPLICATION LOG

A future rerun should log each search execution prospectively instead of reconstructing it afterward. For every query/batch, record: batch ID; engine/site/service; exact timestamp with timezone; exact query string; raw result count; screened result count; candidate title and URL; inclusion/exclusion decision and reason; evidence class; version/build tested; archive or evidence-capture URL; reviewer/tester; resulting T/R/S/G/M profile; file/build hash where obtainable; and access, gating, removal, or compatibility notes.

Keep this prospective log separate from the reconstructed 2026 protocol so historical evidence is preserved exactly as recovered.

D.2 Candidate-by-Candidate Strict Audit Notes

Each entry preserves the original evidence and correction, reports the Version 1.1 diagnostic score for traceability, and then gives the stricter Version 1.2 navel-specific profile. Mechanical profile order is T/R/S/G/M.

D.3 Balance: Umbilical Wake

Tier/role: T1 **Strict profile:** 1/1/0/0/0 = 2/10 **Legacy v1.1:** 1/1/0/0/0 = 2/10 **Availability:** Unreleased; planned 2027 **Evidence grade:** B

Evidence: Official Steam listing and source-conversation review. Fish can be placed into the navel to trigger a trance; the central system is the umbilical cord.
Correction applied: The navel functions principally as the anatomical interface for an umbilical-cord mechanic, not as a cavity or terrain.
Strict scoring note: Keeps only the verified navel interface/trance action. No cavity geometry or material behavior is scored.
Gap relative to target: Direct cavity access, geometry-dependent interaction, persistent navel state, and material simulation remain absent.
Search family: S1 Steam: navel/belly-button + giant/tiny/body-interior discovery
URL: https://store.steampowered.com/app/4874170/Balance_Umbilical_Wake/

D.4 Giantess Survival Simulator

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Upcoming in source record **Evidence grade:** B

Evidence: Official Steam listing supports giant/tiny scale and open-world structure.
Correction applied: The source search found no advertised navel-specific systems.
Strict scoring note: Adjacent scale architecture is kept outside the navel-mechanics score.
Gap relative to target: Scale architecture exists; navel-targeted mechanics and cavity traversal remain unverified.
Search family: S1 Steam: navel/belly-button + giant/tiny/body-interior discovery
URL: https://store.steampowered.com/app/4412070/Giantess_Survival_Simulator/

D.5 GIANTESS PLAYGROUND

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current public Steam title **Evidence grade:** B

Evidence: Official Steam listing supports 3D giant/tiny sandbox play.
Correction applied: The source conversation identified feet and general destruction as the dominant interaction space.
Strict scoring note: General giant/tiny traversal does not count toward navel-specific mechanics.
Gap relative to target: The navel lacks a verified mechanical role or explorable interior.
Search family: S1 Steam: navel/belly-button + giant/tiny/body-interior discovery
URL: https://store.steampowered.com/app/1536790/GIANTESS_PLAYGROUND/

D.6 SAEKO: Giantess Dating Sim

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current public Steam title **Evidence grade:** B

Evidence: Official Steam listing supports a thumb-sized protagonist and giant-character interaction.
Correction applied: The source conversation found the design centered on psychological/horror interaction, with the navel remaining incidental.
Strict scoring note: Tiny-scale character interaction is adjacent only.
Gap relative to target: Tiny scale alone does not create a navel system.
Search family: S1 Steam: navel/belly-button + giant/tiny/body-interior discovery
URL: https://store.steampowered.com/app/2492120/SAEKO_Giantess_Dating_Sim/

D.7 Vessel Tactics

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current public Steam title **Evidence grade:** B

Evidence: Official Steam listing and source review support body-interior/vore content.
Correction applied: Entry and traversal are oriented toward other body routes.
Strict scoring note: Body-interior traversal through non-navel routes is adjacent only.
Gap relative to target: Useful body-interior precedent, while the navel cavity remains outside the verified route set.
Search family: S1 Steam: navel/belly-button + giant/tiny/body-interior discovery
URL: https://store.steampowered.com/app/3440370/Vessel_Tactics/

D.8 Into the Belly of the Beast

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Released **Evidence grade:** B

Evidence: Official Steam listing supports exploration and puzzles inside a huge creature.
Correction applied: The source search treated it as a structural precedent, not a human-navel title.
Strict scoring note: Anatomical-cavity traversal is adjacent only because the target anatomy is not a navel.

Gap relative to target: Anatomical-cavity level design exists, while umbilical specificity is absent.
Search family: S1 Steam: navel/belly-button + giant/tiny/body-interior discovery
URL: https://store.steampowered.com/app/428930/Into_the_Belly_of_the_Beast/

D.9 Shrink Skin Gladiator

Tier/role: T0 + adjacent traversal **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/0/0/1/0 = 2/10 **Availability:** Public demo 1.4; later Patreon builds **Evidence grade:** B
Evidence: Game page supports microscopic body exploration. A separate creator comic sends characters to a belly button as a destination.
Correction applied: The explicit navel destination is preserved in separate comic material; the source conversation could not verify it as a playable cavity in the game build.
Strict scoring note: Removed the prior geometry point. The belly-button destination is in separate comic material, not verified playable navel geometry.
Gap relative to target: Strong body-exploration architecture; playable navel traversal remains unverified.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL 1: https://shrink-dev.itch.io/shrinkskingladiator
URL 2: https://www.patreon.com/posts/first-comic-from-121290557

D.10 Deeper Club: A Vore Life

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** Public v0.35.01 in source record **Evidence grade:** B
Evidence: Developer page explicitly lists navel vore among implemented content categories.
Correction applied: The source conversation records illustrated Ren'Py scenes and an overarching content mix in which navel material remains sparse; spatial spelunking is absent.
Strict scoring note: Scene/content tags are representation, not embodied navel mechanics.
Gap relative to target: Direct navel-themed scenes exist, yet cavity navigation, state, geometry, and material behavior are absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://kalnareff.itch.io/deeper-club

D.11 An Adult April Fool's Scavenger Hunt

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** Public text-adventure build/demo **Evidence grade:** B
Evidence: Official page lists navel vore among routes/endings.
Correction applied: The source conversation characterizes the implementation as text-heavy; physical navel interaction is absent.
Strict scoring note: Textual navel routes are representation rather than direct embodied mechanics.
Gap relative to target: Narrative destination without cavity mechanics, spatial agency, or persistent navel state.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://tastyace.itch.io/an-adult-april-fools-scavenger-hunt

D.12 Queen of Dragons

Tier/role: T1 **Strict profile:** 2/2/0/0/0 = 4/10 **Legacy v1.1:** 1/2/0/0/0 = 3/10 **Availability:** Released browser game **Evidence grade:** B
Evidence: Official page/source review identifies the belly button as the boss weak point.
Correction applied: The navel functions as an attack/damage target inside a gore-oriented encounter, not as a cavity or environment.
Strict scoring note: T/R stay 2/2 for repeated direct targeting; tier is T1 because the weak-point action is relocatable.
Gap relative to target: Repeated targeting exists; anatomy-dependent exploration, state, and material systems remain absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://lemmy-n-stuff.itch.io/queen-of-dragons

D.13 The Minimum Project

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Public v0.11.1 in source record **Evidence grade:** B/C
Evidence: Game and player reports support shrinking/giantess RPG structure and body-interior sequences.
Correction applied: A belly-button scene appeared as a community suggestion, which the source record treats as a request rather than implementation.
Strict scoring note: Unimplemented navel suggestions and non-navel body exploration remain adjacent only.
Gap relative to target: Body exploration exists; navel implementation remains unverified.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://interventiongts.itch.io/the-minimum-project

D.14 Hunt The Tiny

Tier/role: T0/T1 evidence-limited **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** v1.0 release announcement, 26 Jan 2026 **Evidence grade:** B
Evidence: Developer release notes explicitly list Navel as an unlockable scene.
Correction applied: The source review classifies the navel as a punishment scene, not an explorable level.

Strict scoring note: The devlog confirms a Navel scene, but not a verified player-directed navel mechanic, so the strict mechanical score is zero.
Gap relative to target: Confirmed scene-level navel content; cavity traversal and persistent state remain absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://gts-mikan-now.itch.io/hunt-the-tiny/devlog/1330527/new-game-hunt-the-tiny-v10-pc-android

D.15 Diminutive Domain

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Chapter 5 public build visible in 2026 **Evidence grade:** B/C
Evidence: Current page and comments support a downloadable size RPG with body-scale/body-interior sequences.
Correction applied: Source searches for navel/belly mechanics yielded no verified navel sequence.
Strict scoring note: Adjacent structural precedent only.
Gap relative to target: Strong adjacent body-scale design, while the target anatomy remains absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://minutebuilds.itch.io/dimunitive-domain

D.16 Fight Against Giantess VR

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** v1.1 sold in 2026 refresh **Evidence grade:** B
Evidence: Current official page supports giantess VR interaction.
Correction applied: The source search found no indexed navel feature.
Strict scoring note: VR scale/embodiment is adjacent only without a navel-specific mechanic.
Gap relative to target: VR scale and first-person embodiment exist; navel-specific interaction remains absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://gushiro.itch.io/fight-against-giantess-vr

D.17 Science Fair Shrink Ray (WIP)

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Science Fair v3 downloadable **Evidence grade:** B
Evidence: Current official page supports shrinking, desktop/VR presentation, and a tiny-house endpoint.
Correction applied: The page supplies no navel-specific mechanic; VR controls have also been reported as problematic in comments.
Strict scoring note: Shrinking/VR is adjacent only.
Gap relative to target: Scale fantasy exists; umbilical geometry and interaction remain absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://hanemi.itch.io/science-fair-shrink-ray

D.18 Microhazard

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Released Windows build **Evidence grade:** B
Evidence: Current official page supports shrinking, exploration, puzzles, and giant enemies.
Correction applied: The transcript included it among false positives after navel-specific searching.
Strict scoring note: General exploration is adjacent only.
Gap relative to target: Exploration architecture exists; navel targeting is absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://nekomancer86.itch.io/microhazard

D.19 Microhazard II

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Released Windows build **Evidence grade:** B
Evidence: Current creator page describes a survival RPG with size-based elements; comments confirm labyrinth/puzzle play.
Correction applied: The transcript found no verified navel feature.
Strict scoring note: Labyrinth/traversal is adjacent only.
Gap relative to target: Environmental traversal exists without umbilical specificity.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://nekomancer86.itch.io/microhazard-ii

D.20 GTS: Gates to Scale

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Public build 0.035B visible in 2026 **Evidence grade:** B
Evidence: Current official page supports giant/tiny RPG, dating-sim, strategy, and narrative systems.
Correction applied: The source search found no verified navel system.
Strict scoring note: Scale framework is adjacent only.

Gap relative to target: Size framework exists; target anatomy remains incidental.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://gtscorp.itch.io/gts

D.21 Tiny Daylife

Tier/role: Adjacent **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current creator listing in 2026 **Evidence grade:** B
Evidence: Creator listing presents a tiny-scale adventure with explorable environments.
Correction applied: The source search found no verified navel terrain.
Strict scoring note: Tiny-scale traversal is adjacent only.
Gap relative to target: Traversal precedent exists, while umbilical terrain remains absent.
Search family: S2 itch.io/creator: body exploration, navel vore, micro, giantess, VR
URL: https://nekomancer86.itch.io/tiny-daylife

D.22 Lintbound: Belly Harvest

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/2/0/0/1 = 4/10 **Availability:** Released 19 Jul 2026 in source record **Evidence grade:** B
Evidence: Official page centers the premise on belly-button lint farming.
Correction applied: The originator later classified the implementation as satirical and interchangeable with generic resource farming; direct cavity behavior was not established.
Strict scoring note: Removed recurrence/material points because the preserved evidence does not verify navel-specific acquisition, geometry, or material behavior.
Gap relative to target: Recurring lint loop exists, while anatomy, geometry, persistent cavity state, and coherent in-cavity transformation remain absent.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL: https://whiteroomstudios.itch.io/lintbound-belly-harvest2

D.23 Chub, Chomp, Chill

Tier/role: False positive **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current 1.5; older 1.2 available **Evidence grade:** A/D
Evidence: An older player comment claimed a belly-button body-loot event.
Correction applied: The originator subsequently reported that the claimed belly-button-digging action was absent in the versions checked, including older lineage. The player-comment claim is excluded.
Strict scoring note: No verified belly-button digging mechanic.
Gap relative to target: Retained as a documented search false positive.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL: https://solitaryscribbles.itch.io/chub-chomp-chill

D.24 ASMR Makeover Beauty Salon

Tier/role: T2 documented; access unverified **Strict profile:** 2/1/0/0/1 = 4/10 **Legacy v1.1:** 2/1/0/1/1 = 5/10 **Availability:** Current reproducible build not established **Evidence grade:** A/B
Evidence: Public description supported drag-based navel cleaning with specialized tools.
Correction applied: The originator later reported that available implementations no longer ran acceptably and raised operating-system safety concerns.
Strict scoring note: Kept only direct target, limited recurrence, and minimally represented removable material; removed geometry credit because depth/access dependence was not preserved.
Gap relative to target: Direct cleaning concept is unusually close, yet persistent state and durable current playability are absent.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL: https://www.freegames.com/game/ASMR-Makeover-Beauty-Salon

D.25 Makeup ASMR: Makeover Story

Tier/role: T1/T2 documented; access unverified **Strict profile:** 1/1/0/0/0 = 2/10 **Legacy v1.1:** 2/1/0/1/1 = 5/10 **Availability:** Current reproducible build not established **Evidence grade:** A/B
Evidence: Official App Store history explicitly introduced navel-cleaning levels.
Correction applied: The originator grouped the ASMR titles as currently unusable / potentially unsafe to run; reproducible access remains unverified.
Strict scoring note: Official version history establishes navel-cleaning levels but does not preserve enough detail for geometry/material points.
Gap relative to target: Direct cleaning concept exists, while persistent cavity state and dependable present access remain absent.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL: https://apps.apple.com/my/app/makeup-asmr-makeover-story/id6465175605

D.26 Royal Belly Brawl

Tier/role: Concept / unverified implementation **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/2/0/0/0 = 3/10 **Availability:** Obtainable build not independently established **Evidence grade:** B

Evidence: Creator description makes an enlarged belly button an attack object.
Correction applied: The conversation later treated it as a project concept rather than a currently obtainable game.
Strict scoring note: Mechanical points removed because an obtainable/verified implementation was not established and the source conversation later rejected it as an existing game.
Gap relative to target: Repeated navel-as-weapon interaction is documented; cavity logic, persistent state, and current playability are absent.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL 1: https://troyboy770.itch.io/royalbellybrawl
URL 2: https://forum.weightgaming.com/t/royal-belly-brawl/35991

D.27 Craft & Conquer

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/1 = 1/10 **Availability:** Current Steam title **Evidence grade:** B/C
Evidence: Developer/community discussion confirms belly-button lint as a conventional resource with a drop rate.
Correction applied: The source record found no evidence of obtaining the resource through a character's navel; it behaves as a standard item/drop.
Strict scoring note: Removed material point because a resource named belly-button lint is not evidence of navel-specific material behavior.
Gap relative to target: Material label exists; navel interaction and cavity mechanics remain absent.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL 1: https://store.steampowered.com/app/3291260/Craft__Conquer/
URL 2: https://steamcommunity.com/app/3291260/discussions/0/691999379595434157/

D.28 Dirty Ice Cream Shop

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/1 = 1/10 **Availability:** Released Jul 2026 in source record **Evidence grade:** B
Evidence: Belly-button lint appears as one selectable ingredient.
Correction applied: The originator classified it as satire because the material is detached from anatomy and could be replaced by another gross-out ingredient.
Strict scoring note: Removed material point because the ingredient is detached from navel acquisition or behavior.
Gap relative to target: Named material exists; navel-specific acquisition or simulation remains absent.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL: https://itch.io/t/6601401/dirty-ice-cream-shop

D.29 Savoring Sword

Tier/role: T0 / uncertain **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current Steam title **Evidence grade:** D
Evidence: The source search found a single user-review remark about belly-button material.
Correction applied: The originator emphasized that the game premise is weight gain and that the solitary vague remark does not establish a navel mechanic.
Strict scoring note: No direct navel mechanic is established.
Gap relative to target: Evidence quality is too weak for any navel-system mechanical coverage.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL 1: https://store.steampowered.com/app/2840960/Savoring_Sword/
URL 2: https://steamcommunity.com/app/2840960/reviews/?browsefilter=toprated

D.30 LINT

Tier/role: False positive **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Current itch.io page **Evidence grade:** B
Evidence: The title created a lexical false positive.
Correction applied: The source record explicitly established that the game is unrelated to belly-button lint.
Strict scoring note: Title coincidence only.
Gap relative to target: Retained as a search-methodology false positive only.
Search family: S3 direct manipulation: belly-button cleaning, lint, poking, digging, resource
URL: https://nell-raban.itch.io/lint

D.31 Gravenous Glutton

Tier/role: T1 **Strict profile:** 1/0/0/0/0 = 1/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** Current browser/desktop/mobile builds in 2026 **Evidence grade:** A/B
Evidence: Developer comment says the belly button can be pressed; current pages center stuffing, pregnancy management, and related belly systems.
Correction applied: Originator review found the belly button overwhelmingly aesthetic and mechanically inconsequential compared with the stuffing/pregnancy loop.
Strict scoring note: Keeps the verified direct press only; no recurrence/state/geometry/material credit.
Gap relative to target: A press target exists, yet the navel itself has no distinctive state, geometry, material, or consequence.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://baconfry4545.itch.io/gravenous-glutton

D.32 Babysitter - Complete (Parts 1-4)

Tier/role: T1 **Strict profile:** 1/0/0/0/0 = 1/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** Complete browser/download package **Evidence grade:** A/B

Evidence: Source conversation documented a specific belly-button press in Part 4.
Correction applied: Originator review reports that the press hands control to an unrelated church cutscene, leaving the navel without sustained mechanical agency.
Strict scoring note: Keeps the isolated direct trigger only.
Gap relative to target: Isolated trigger, with geometry, state, material, and recurring navel interaction absent.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://dimpixelanimations.itch.io/bbysttrcmp

D.33 Escape the Neighborhood!

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** Downloadable text-adventure build **Evidence grade:** A/B

Evidence: Developer material and source conversation identify navel-themed routes/content within a Quest text adventure.
Correction applied: Originator review classifies the relevant implementation as entirely textual.
Strict scoring note: Text route does not count as embodied navel mechanics.
Gap relative to target: Narrative navel content exists; physical cavity gameplay remains absent.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://hiddendarkhm.itch.io/escape-the-neighborhood

D.34 SELENA Belly Story - DEMO

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Released demo **Evidence grade:** A/B

Evidence: Official page lists belly-button piercings as equipment that can improve battle performance.
Correction applied: Originator review treats the piercing/jewel as the actual interactive object, covering the navel without making the cavity mechanically relevant.
Strict scoring note: Accessory system does not count as navel mechanics.
Gap relative to target: Accessory system exists; the navel itself remains mechanically replaceable.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://natelly.itch.io/selena-belly-story-demo

D.35 Feed the Imp

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Definitive version; HTML5/Windows **Evidence grade:** A/B/C

Evidence: Official page centers feeding and belly rubbing; comments mention an outie belly-button size as the belly expands.
Correction applied: Originator review classifies the belly button as a visual consequence of belly growth, not a navel mechanic.
Strict scoring note: Visual consequence only.
Gap relative to target: Belly state changes, while the navel has no independent state or interaction.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://chickennooggits.itch.io/feed-the-imp

D.36 Footographer

Tier/role: T1 **Strict profile:** 1/0/0/0/0 = 1/10 **Legacy v1.1:** 1/0/0/0/0 = 1/10 **Availability:** v2.001; HTML5 **Evidence grade:** A/B

Evidence: Official page says clicking the navel opens the store.
Correction applied: Originator review identifies the navel as an arbitrary hotspot whose function could be relocated without changing the game.
Strict scoring note: Keeps the direct click target only; identity test fails for higher tiers.
Gap relative to target: Direct targeting exists, but the interaction does not depend on navel anatomy and therefore remains T1.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://richy17.itch.io/footographer

D.37 Luigi Vs. The Belly Button Eater (UNFINISHED!!!)

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Unfinished jam build; Windows download **Evidence grade:** A/B

Evidence: Official page makes the threat of having Luigi's belly button eaten central to the plot.
Correction applied: Originator review classifies the premise as a plot gag; the cavity is not used as gameplay terrain or a system.
Strict scoring note: Plot premise only.
Gap relative to target: The navel is narratively named, yet mechanically inert as anatomy.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://lellyll.itch.io/luigi-vs-the-belly-button-eater

D.38 DigiTwister

Tier/role: T0 **Strict profile:** 0/0/0/0/0 = 0/10 **Legacy v1.1:** 0/0/0/0/0 = 0/10 **Availability:** Prototype; HTML5 **Evidence grade:** A/B
Evidence: Official page explicitly warns that the game contains an image of the developer's belly button; gameplay is WarioWare-like body-control minigames.
Correction applied: Originator review valued the unusually detailed close-up image while classifying it as mechanically irrelevant to the navel.
Strict scoring note: Visual representation only.
Gap relative to target: Strong visual attention, with navel-specific gameplay absent.
Search family: S4 reconciliation/expanded itch.io candidate sweep
URL: https://phinac.itch.io/digitwister

D.39 Heso-goma Tori (archival Japanese title)

Tier/role: T2 (archival) **Strict profile:** 2/2/0/0/1 = 5/10 **Legacy v1.1:** 2/2/0/1/1 = 6/10 **Availability:** v1.6; last update 21 Jan 2013; archival/unavailable **Evidence grade:** E
Evidence: Archived listing describes repeatedly flicking newly appearing heso-goma (navel debris) outward, with rare variants and screenshots.
Correction applied: The archival page frames the title as a gag/minigame; present access is unavailable or uncertain.
Strict scoring note: Removed geometry credit because the archive does not establish geometry-dependent play; kept limited material credit for repeatedly appearing debris/variants.
Gap relative to target: Recurring direct debris removal exists, while persistent cavity state, present access, and richer anatomy remain absent.
Search family: S5 Japanese archival: へそゴマ / へそ掃除 / へそホジ
URL: https://applion.jp/%E3%81%B8%E3%81%9D%E3%82%B4%E3%83%9E%E5%8F%96%E3%82%8A/iphone-562161001/

Appendix E. Companion Machine-Readable Data Package

The publication package should deposit the PDF together with machine-readable text and tabular data. This addresses a weakness of Version 1.0, where candidate evidence was summarized in prose without a reusable dataset.

File	Purpose
Navel_Game_Candidate_Survey_v1.2_Strict.csv	37 candidate rows; preserves legacy Version 1.1 scores, strict Version 1.2 T/R/S/G/M scores, evidence, corrections, gap analysis, search-family assignment, and URLs.
Navel_Game_Search_Protocol_v1.2.csv	Reconstructed search batches, normalized query families, replay templates, inclusion/exclusion rules, verification rules, and explicit notes about missing raw-result counts.
Navel_As_A_Game_System_v1.2_Machine_Readable.md	Text-first archival edition with semantic headings, explicit URLs, figure warning/description, strict scoring notes, search protocol, and candidate ledger.

ARCHIVAL RECOMMENDATION

For Zenodo or Internet Archive, upload the PDF, Markdown, both CSV files, and the figure image together. The PDF is the reader edition; the Markdown and CSV files are the preferred machine-readable evidence layer.